

Mario Party, NCAA Football 14, Tales of Xillia, Final Fantasy, and more!

Mickey Mouse
hops back into the
industry!

Take Shelter from the
Storm with Tiny Brains in
a Vessel.

Family Friendly Gaming™

The VOICE of
the FAMILY in
GAMING



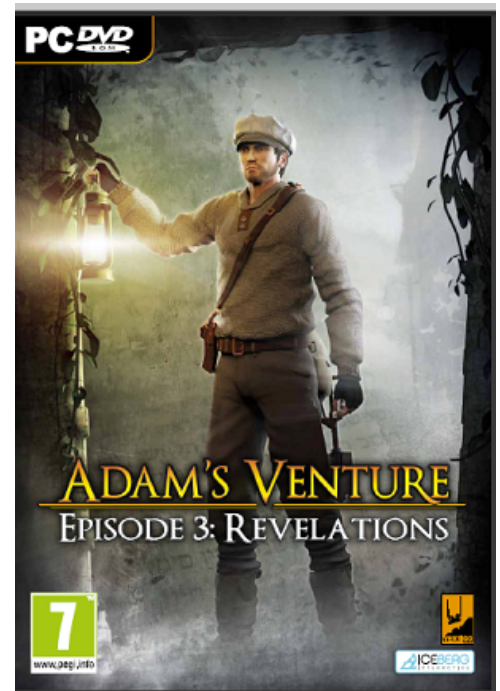
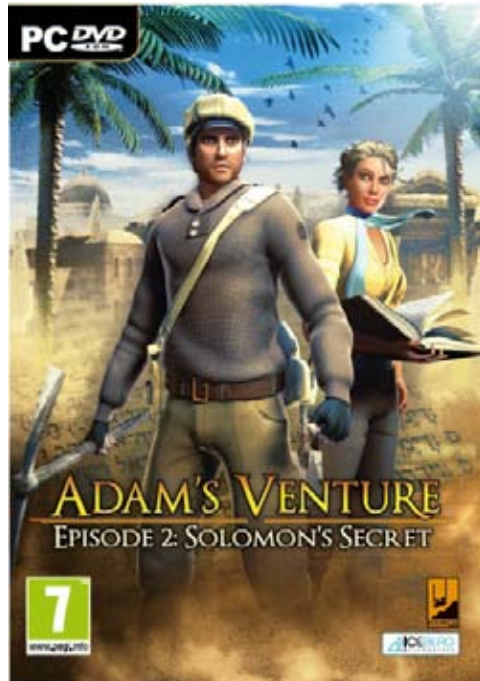
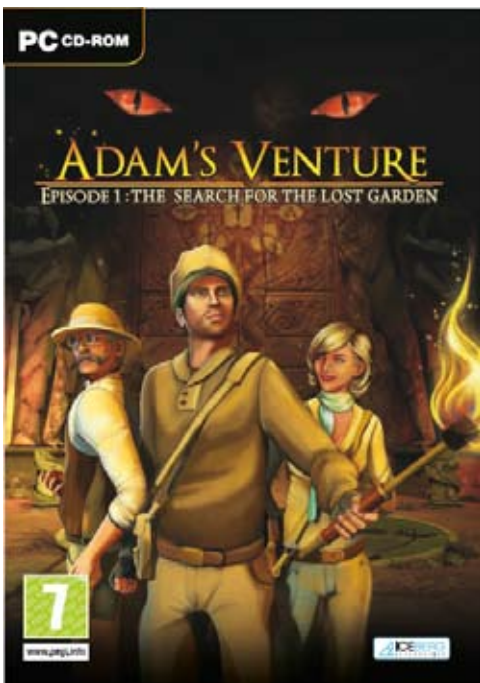
Issue #71

June 2013

ADAM'S VENTURE

Three Episodes

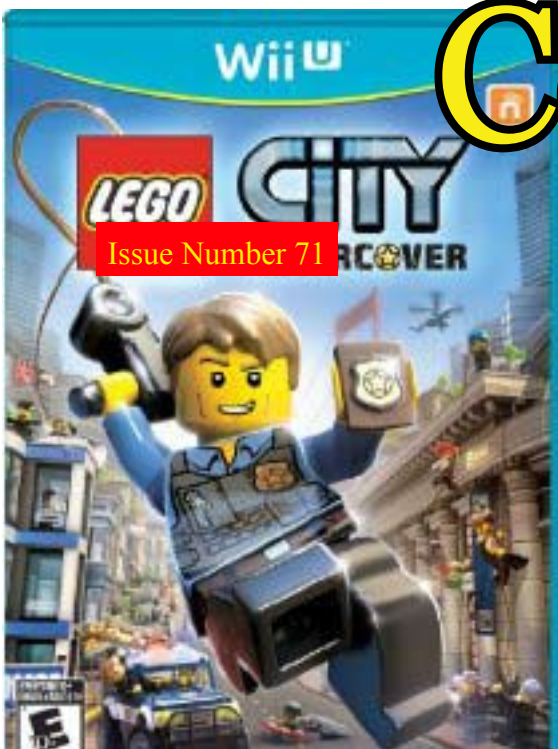
Adventure Fun for ages 7 and up on Windows PCs



All Three Episodes available separately or together
for only \$50 shipped within US at Christian
GamesNOW.com



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Editor's Desk

More Originals

Have you noticed the News stories in red text on the Family Friendly Gaming website? Do you know what those represent? They are the original stories we create here at Family Friendly Gaming. Many of these are opinion pieces that are seen on so many gaming sites.

So why would we do original stories just like the other gaming sites? First and foremost it was requested by you our wonderful readers. Secondly we noticed something about the stories on the other gaming sites. As a generalization there was little to no God referenced in them. In fact discrimination against Christians and God was apparent on more than one story.

One of the reasons Family Friendly Gaming was created all those years ago was to try and start to move the industry towards a balance. We have made major progress in these years. There is still a long ways to go though. As long as the narrative out there is one voice pushing one agenda - well things will never get better. So we realized we needed to step up our game, and get original work out there. We could present a perspective and viewpoint that our fellow gamers are getting nowhere else. Or from very few gaming

sites.

This also gives us all kinds of opportunities to shine the light of fame on the good games for families. We can discuss concepts like humbling yourself and playing kids games. We can bring radical ideas to the minds of millions just like our Lord and Savior Jesus Christ did. We can provide a choice to gamers out there looking to read about video games.

God has blessed us with a huge audience. We have a place at the big table with the adults in the industry. The time for standing up, speaking the truth in love at that table is now. Some will embrace that message. Others will be angry. And still others will want to debate. At that point we are moving the discussion right where it needs to be - on God. We will be pointing people to God as we have for so many years in the past.

For years we have found the safe press releases for families and published them. We have cleaned up problems in press releases so they are safe for children to read. We have been the gatekeepers of thousands of pieces of content each and every year. We are the only gaming site (that we know of) doing this. Many of the same press releases can be found multiple other places though. Our narrative

got lost in the plethora of coverage we provided.

The Family Friendly Gaming Originals brings that important narrative back to the forefront. It also allows us an opportunity to exercise some creativity. We have a lot of fun writing these stories. We are allowed to explore thoughts, feelings, emotions, relationships and more. I know some have been controversial to some people. We are not purposely trying to generate interest based on controversy.

Finally I want to thank everyone for their warm reception of the Family Friendly Gaming Hall of Fame. This has been a huge undertaking. Congratulations to the 2013 inductees.

God bless you, and yours,
Paul Bury



Female Side

Mother's Day

Men can never understand what it is like to give birth to a child. Men and women think differently, and approach issues in life differently. What we women need to understand is we do not need to make men like us. God made us different for a reason. He put men at the head of the household for a reason.

We women need to check our emotional manipulations at the door, especially on celebrations like Mother's Day. We should not expect to be treated like queens every day. Part of being a mother is doing the little mundane things. Making lunches for our families and putting them in their bags. Helping them with medical things like cuts and scrapes. Making breakfast, dinner, and lunch. Being helpers to our husbands.

There is too much selfishness in our society. Too many women give birth and then focus on their own comfort. Exercise is not comfortable, but a necessary part of life. Fasting is not comfortable, but again it is a necessary part of life. Neglecting those will only lead to problems. Neglecting our wifely and motherly duties will also lead to relationship problems.

How do you want your kids to remember you? As a fat

older lady on your death bed? Or as a vibrant caring part of their lives? Do you want to teach them from a young age to rely on their own thoughts for dietary restrictions? Or be actively engaged in their lives? Teach them how to cook, can, sew, mend, plant, and sow. Don't you want to teach your boys how to treat a lady? Don't you want your daughters to learn how to be a lady?

I am very thankful my mother is still with us. I cherish every single day God allows her to stay with us. I enjoy every visit, every conversation, every hug, and every kiss. You never know how much you have left with anyone here on planet Earth. God could call her home any day now; He could call me home any day now. On Mother's Day it is so important to remember that. We have a finite amount of time with others here. Make the most of the time you have.

My hubby takes a very pragmatic approach to life. I am very blessed to have been allowed to marry him. He is one of the greatest Christians of this age. He tirelessly helps me out in thousands of ways. He does God's will. He is humble. He asks for very little for what he does. He thinks of others first. As a mother I am being honored on this day. Yet too often the good men in our world are not being honored. Our society and

culture should honor men like him. He should be at rock star status. Millions should be sending him money to thank him for all he does. I have to say it because he won't. He goes about God's business, making the world a better place to live in. He faces each problem as a new exciting challenge. He gets exhausted from doing so much for so many others. Yet he is not out there demanding recognition. Instead he recognizes others.

God bless your family,
Yolanda Bury



Mission Statement

Family Friendly Gaming was created in March of the year of our Lord 2005 as the first ever Christian video game magazine. The goal of Family Friendly Gaming is to report on video games from the family view point. Family Friendly Gaming takes a fair and balanced approach to all news, previews, reviews, interviews, features, and other articles found within. The secular video game media reports mainly on the most morally bankrupt games and call those games good. The major secular media reports on the bad side of video games mainly. Most other Christian media outlets claim video games turn the player into a zombie, or they completely worship video games. Family Friendly Gaming reports the good, and bad side effects to video games. It is the belief of the owners that readers are smart enough to come to their conclusions without those in the media handing opinions to them. Those of us at Family Friendly Gaming believe by giving you the facts, you can decide for yourself. There are plenty of really good video games on the market that teach wonderful lessons. Both inside the Christian video game market, and from non-Christian video game developers. Family Friendly Gaming seeks out these video games to bring them to your attention. Since it is unknown before playing a game how family friendly it is; it is possible that this magazine will preview a game, and then the review will expose problems previously unknown. Family Friendly Gaming promises to always ask the question: "how God feels about certain video games."

Working Man Gamer

Not Art

The WMG is going to throw up if one more Borg drone says: "video games are art." Ever notice how its only the most demonic, Satanic, disgusting, macabre, morbid and repugnant video games that are given the "art" label by those deceivers? There are not out there saying: "Dora the Explorer games are art." What about Leapster games? The WMG went out to gaming stores, gaming message boards, and talked to people at department stores in the video game section. Those that embrace the lie of video games being art only apply that to the hideous games.

What about the Christian games? If you want to see the fur fly then ask a gamer about that. They will be quick to deny Christian video games are art. Yet they can not find any logical reasons why. In fact the WMG only found one common thread in which games are considered art and which ones aren't. The games they accept as art are offensive to the majority. They are generally considered offensive those who have a personal relationship with Jesus Christ. And they are the ones that make the entire video game industry look bad.

Here is the thing - if you want to run around calling video games art, then you have to accept all video games as art. Christian video games, childrens video games, and games that teach good lessons - they all have to fit under the umbrella. You can not pick and choose. If you do pick and choose at least have the honesty to admit your definition includes what is offensive to others. Admit that you support in your face, causing trouble, being ugly, being nasty, making the world a worse place video games.

To the WMG video games are an activity. Like bowling, or taking a walk. Taking a walk is not being called art, nor is bowling. Aerobics class has paintings on the wall, and music playing yet its not called art. We sing songs at church, and see beautiful paintings - yet people do not call worshipping God an art. You can receive a fine for painting graffiti, and you can receive a ticket for playing your music too loud.

SOUND

The Sound Off section is where you the reader/emailer is heard. What you have to say is put in this section for all the readers to see. Of course certain content is edited for appropriateness issues. This is a family friendly magazine, and certain content is just not proper. We hope you enjoy this section as much as we do. Keep an eye out for your comments appearing in these very pages. You have our attention, so **SOUND OFF!**

Somebody Save Me

Who is your hero?

- *Lonnie*

{PB}: Jesus Christ. He is first and foremost for me. Beneath that are pillars of the Christian faith. Men and women who have done wonderful things for God over the years. I have studied many of their writings, thoughts, and opinion on a variety of topics. There is so much we can learn from them as we digest what Jesus teaches.

I have no athletes that I look up to because I see no reason to glorify someone for a physical talent. Too many athletes have all kinds of selfishness problem. From drugs, alcohol, violence to womanizing. Too often they

make the world a worse place to live in.

I have no actors or actresses because they are faking it. They are pretending to be something they are not. I do not understand why we should glorify someone good at deception. They may entertain us but that is fleeting. Their selfishness and arrogance is intolerable as many around them attest to. Too many actors/actresses make the world a worse place to live in.

I have no heroes in terms of business. I have read stories of so many of them. Most were greedy, made money, neglected others and made the world a worse place to live in.

How many winners do you remember from the Greek Olympics? How about winners of modern day Olympics from fifty years ago? See how fleeting that is?

To me a hero points people to God. A hero serves others. A hero does things to make this world a better place. Are there athletes that do that? Yes, yes there are. Are there actors/actresses that point people to God? Yes, yes there are. So please understand me it is not all people in those professions that are living selfishly. There are

certainly examples of those doing good. There are also many people around you doing the right thing, standing up for God, and sharing His love.

Not Bible Study

Was there a mistake made in your reviews? This is not Bible Study time.

- *Martha*

{PB}: 80% of Americans self identify as Christian. That is our core readership. There are millions who are offended by halloween; and there are millions more who disagree with the attempts to white wash the Christian history and heritage of America. We are sensitive to them here at Family Friendly Gaming.

We do not believe in compartmentalizing our relationship with Christ. As it says on our home page.

Our review scale is also freely accessible to all Which should also denote our faith. :)

Think of us as the Focus on the Family in the video game industry. :) Many of our reviews reference God, Jesus, and teachings in the Holy Bible. We do not check our faith in at the door when we work on these products. In fact each and every one of us

OFF

look for ways to be inclusive of that instead of exclusionary.

For too many years there has been imbalance in the industry. For too long there has been discrimination against Christians. We entered this arena all those years ago to start to move towards balance. It is still way off from any balance. Christians are still treated like second class citizens in many parts of the industry. We have received death threats on more than one occasion.

One of our goals is to point people to God in all that we do.

Lego City Fail

Lego City Undercover should have failed! That game is a Lego version of GTA - one of the worst game franchises ever. They took something evil and put it into Legos. Did Nintendo pay you off to pass it? Some kind of backroom Obama kind of deal? What is wrong with you?

- Barbara

{PB}: First and foremost I am very sorry that you are upset with us over this. As I say quite often we are only human, and prone to make mistakes. I listened intently to what you had to say. I

prayed about, and I went over your correspondence again. I prayed some more, and consulted those wiser than myself. I sought advice from elders to see if I had taken a mis-step as a leader.

I believe we are going to disagree on this one, and let me explain why. In Lego City Undercover you can commandeer cars from people. You can also drive official cars from the police station, or go to drop points where cars can be called in. Busses can also be taken to get around the city. So you can refrain from doing it.

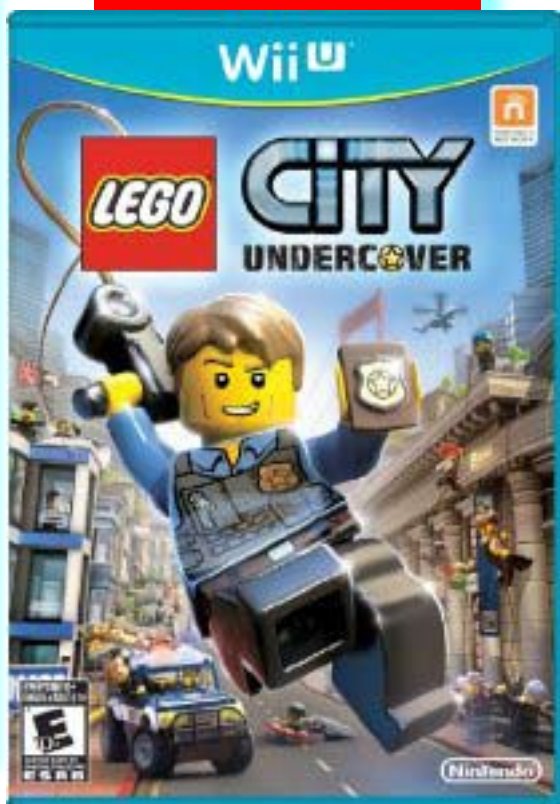
I will admit I was uncomfortable with having

to do criminal deeds while undercover in Lego City Undercover. We are constantly arresting the bad guys, saving people, and ultimately being a police officer. If you are strongly against this product then please do not bring it into your home. We completely support your decision to keep any game you define as offensive out of your home. Your relationship with Jesus is more important than any piece of entertainment. We published your comments to be sure we are not causing anyone to stumble.

Nintendo did not pay us for that review. We purchased the Wii U version ourselves. They did provide us a download code for the 3DS version for that review. They gave us no money for all of the work we did on that game.

President Obama had no input on that review either. In fact we were one of the organizations the IRS targeted for auditing in the last couple of years. I am sure you read about the IRS apologizing for targeting conservative groups. We suspected that was the case when it happened, and recently it came to the light.

As far as what is wrong with me - would you like that alphabetically or



chronologically? :)

Gaming that is Inclusive

Thank you for your Gaming That Is Inclusive news story. Your story is the most important story I have read on video games for years. It is powerful, amazing, and awe inspiring. You truly are gifted. You are a great man. Every single family affected by video games needs to read that news story. Do you speak in churches? Or schools?

I showed your news story to friends of mine and they were shocked at how awesome it is. They are all re-thinking the games they play because of you. Keep doing your inspirational work.

- Donna

{PB}: WOW! Thank you for the wonderful encouraging words. Everyone here at Family Friendly Gaming appreciates it. I do not speak publicly because no one has ever invited me. I have asked some pastors about it, and it seems to be an insiders club. I am willing but there has not been an opportunity for that at this time.

The idea for that article came during my prayer time. The Holy Spirit gives me all kinds of different ideas of things to write about. So God deserves all of the glory, honor and praise. I am merely the vessel that faithfully obeys. I am not perfect, and I

make mistakes. So please do not put me on some pedestal. Maybe that is why the speaking engagements have not come. I do not believe in self promotion. I do God's will and take one day at a time.

Downloading

I don't like all these games going to downloads - especially the download only games. I want a physical copy I get from a store.

- Bob

{YB}: We have kicked this around a lot at Family Friendly Gaming. If you get the game for 25% to 50% off for downloading then it can be a benefit. But if they are sold for the same price there are no benefits. When you purchase a physical copy you can trade it, sell it, give it away, and share it. You are in control of what you spent your money on. Many of these companies do not like that. They want to be completely in control of what you purchased. They want to stop bartering, trading, selling, and giving away of your property. They want to force consumers into a certain avenue.

Consumers control these companies with their dollars. If you refuse to purchase download only games they will eventually get the message. Or they will go out of business. Since this is such a powerful issue, and an important one we rushed

it into the Sound Off section. Your voice will now be heard by millions of your fellow gamers. Will they rise up with you?



SpeedX 3D Hyper Edition

Family Friendly Gaming calls it again. Your review of SpeedX 3D Hyper Edition was spot on. This game is AWESOME! Keep ROCK-ON!!

- Troy

{PB}: Thank you for your kind words. Glad you enjoy playing SpeedX 3D Hyper Edition. Its a fun little game that we were blessed to be able to play and review.

Would you like to be heard in Family Friendly Gaming? Want to Sound Off on something in video games, the website, the magazine, etc? Log on to the internet and go to our Comments page: <http://www.familyfriendlygaming.com/comments.html>, or send an email to: Sound-Off@familyfriendlygaming.com. Mail us comments at: Family Friendly Gaming 7910 Autumn Creek Drive Cordova, TN 38018



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COME BACK

Top Six Characters that Need to Come Out of Retirement

Leafos (Viva Pinata)

Viva Pinata came into the video game industry like a hurricane. Leafos is one of those wonderful characters who was extremely helpful. I miss her, and I want Microsoft Game Studios to bring her back. We need to get back into gardening Pinatas. Microsoft Game Studios needs to bring back Leafos and all of the rest of the Viva Pinata crew. If you read our What Happened to Viva Pinata story then you know how we feel about this franchise.

Alex Kidd

Sonic the Hedgehog has always overshadowed Alex Kidd. One of the biggest reasons is Alex Kidd was not the Mario killer Sega was looking for. That is not the characters fault though. Sega is the one who put forth a JV level effort in a Varsity game. Alex Kidd could be great if Sega put the thought process, power, and intellect into it. Yes Alex Kidd has been in recent Sega tennis, and Sega racing games. But I want to see a real platformer action adventure game starring Alex Kidd.

Blinx

What ever happened to the time traveling Blinx? He was even considered as a mascot for the Xbox. Mainly because Halo was way too violent to be a mascot, and Microsoft had little else. But that does not mean Blinx would have been a bad mascot. In fact he would have been a decent one for Microsoft Game Studios. Not only was Blinx snubbed for the mascot spot, he was retired by Microsoft. He needs to come back. His retirement was never needed, and we miss Blinx. Various games have implemented ideas from this franchise. Time has come for Blinx to show the industry how it is really done.

Bubsy the Bobcat

Bubsy the Bobcat had a nice run in the 16-bit era to the start of the 32-bit era. He started as a 2D side scrolling action adventure game a lot like Mario and Sonic. Bubsy had more character, chatter, and entertainment value than Mario or Sonic. He tried to make the transition to 3D and fell flap on his cute little face. After that failure he was retired into the history of the industry. The time has come to bring Bubsy the Bobcat back. He has the potential of bring bigger than Mario and Sonic combined. If he is only given the opportunity.

Bonk

Speaking of characters bigger than Sonic and Mario we come to Bonk. This character had an oversized head, and was the mascot for the Turbografx-16. Bonk was a mega superstar character in the industry. There was a role playing game planned for him, as well as all of his action adventure side scrolling titles. Bonk brought so many new and interesting ideas to the video game industry. Some of them have been used by other franchises since then. Bonk was actually supposed to return in the year of our Lord 2011, but the game was canceled. It is a true shame that a character as fun, fresh, and intriguing as Bonk has been left out of the industry. The Playstation gaming generation has no idea what they missed by not being able to play Bonk.

Max (Shining Force)

Another franchise the Playstation gaming generation most likely missed was Shining Force. Max the coolest leader of this amazing turn based strategy role playing game. Think Final Fantasy Tactics is the best turn based strategy role playing game? Then you have obviously not played any of the Shining Force games. Players are allowed to amass huge armies of characters. Characters that all can be used in the battles. No limiting you to just five. The cut scenes, the strategies, the battles, the art, and the characters were all awesome. Max is a heroes hero. He does the right thing, stands up against evil, and he leads. Sega has done all kinds of odd things with the Shining series. They need to bring back Max, and the turn based strategy role playing game.

Just Dance School

Program in School



More than 1,200 students from 16 states participated during the fall 2012 semester and Ubisoft equipped each teacher with a Nintendo Wii™ video game system and suite of Just Dance games, including the most recently released Just Dance 4. In order to meet national standards and ensure the games fit seamlessly into each teacher's unique approach, AAHPERD and Ubisoft created lesson plans that integrate Just Dance into existing curricula and follow the National Association of Sport and Physical Education (NASPE) National Standards for Physical

Education. Teachers monitored the impact the games had on enthusiasm levels, participation rates, heart rate, and more. Key findings include:
On average, students reached 56 minutes of moderate-to-vigorous physical activity (MVPA) using Just Dance (during 90-minute class periods)
96.8 percent of teachers believe that Just Dance has the potential to improve fitness levels of their students
93.5 percent of the teachers plan to continue using Just Dance as part of their curricula
More than 90 percent of the students in the pilot "liked" or "strongly liked" the game.

"The pilot results prove that Just Dance gets kids of all ages excited, engaged and dancing – what we like to call exercise in disguise," said Tony Key, U.S. senior vice president of sales and marketing, Ubisoft. "As we've always believed, when Just Dance 4 is coupled with smart eating habits and more traditional exercise, the game can contribute to a well-rounded and healthy lifestyle."

"The data demonstrates that Just Dance is a positive intervention towards students achieving moderate to vigorous physical activity," said Andrew Mead, the NASPE Program Manager who helped lead the pilot.

"Integrating Just Dance into our physical education program has been an incredibly fun experience for everyone," said Jessica Shawley, NASPE National Middle School Physical Education Teacher of the Year from Moscow Middle School, Moscow, ID. "No matter the student's or teacher's skill level, all could participate at their level and get better each time."



SPORTS



PLAYOFF MODE / PLAYER STATS - PLAYOFF

BRAD RICHARDS

Row: 1

LT	RT	Playoffs	LB	RB	All Skaters
POS	PLAYER	GP	G	A	
C	B. RICHARDS	24	7	17	
LW	R. NASH	24	14	9	
C	J. TOEWS	21	3	15	
RW	P. KANE	20	6	10	
RW	R. CALLAHAN	24	5	10	
C	D. BRASSARD	24	5	10	
D	R. MCDONAGH	24	2	12	
RW	M. HOSSA	21	8	4	

FEATURE



Game: NHL 13
Company: EA Sports
Available: Out Now
System: Playstation 3/Xbox 360
Rating: 'B' - Rating Pending



NEW IN THIS UPDATE



NEW CARS:
CHEVROLET COBALT SS &
CAMARO ZL1



100+ NEW EVENTS





Game: Real Racing 3
Company: EA Sports
Available: Out Now
System: iPhone/iPod Touch
Rating: 4+ - 4+

In the

Indie studios power up Chicago's resurgent video game industry

Big changes in the video gaming landscape have given Chicago a new foothold in the industry. In the first decade of the 21st century, Chicago was a major player in game development. The city was flush with talent, and major studios like Electronic Arts Chicago and Midway Games were churning out content for the then-new Xbox 360 and Nintendo Wii. However, the recession late in the decade saw the end of many local companies as major studios clustered in California, home to 42 percent of video game industry employees.

Now, as players' tastes migrate from big console games to smaller mobile titles, a host of independent, upstart studios have surfaced in the Windy City, staffed by a mix of newcomers and industry vets from the old studios.

"Chicago's video game history goes way back to the early days of the gaming industry," says Jose Zagal, assistant professor of game development and interactive media at DePaul University's College of Computing and Digital Media. "Pinball is an important part of the history of Chicago, and a lot of the early pinball companies moved into video games, Midway being the most famous. So there is a tradition that has been in this town for a long time now."

Nick Guida, game developer at Chicago-based Phosphor Games, adds, "If you go all the way back to Midway Games and all the great gaming history that Chicago has, that's really never gone away. Even though Midway has exploded and been reincarnated as several dozen different studios, the same talent pool exists here in Chicago, and it's only growing."

Indie studio explosion

"The greater diversity in games and the platforms on which they are available have allowed new companies to

set up shop in new spaces," Zagal notes. "The way that the industry is structured is also changing and opening up in many ways."

Now that game distribution can be done digitally, many new avenues have opened for indie studios to get their foot in the door by marketing products directly to consumers.

"The industry is in an interesting place right now," says Travis Hernandez, game designer at Phosphor, which develops games for cutting-edge platforms like the Xbox Kinect and the new Wii U, as well as the recently released mobile adventure - Horn. "Studios that don't have a huge financial backing or a lot of name recognition can put out games that they think are interesting, and the world at large can decide what the next big trend will be."

Chicago's role in new industry

"We find 95 percent of our staff from within or around the Chicago land area," says Phosphor Games Chief Ex-

News

ecutive Justin Corcoran. “With two -Game of the Year- nominations under our belt, I feel that we are proof that world-class gaming takes place in Chicago.”

Another successful Chicago-based studio, Barbaroga, has produced award-winning games including ‘Spore Origins’ and ‘Muppets Dance Party.’ Despite the huge shift toward mobile games, Nick Baker, a quality assurance tester at Barbaroga, sees these types of games existing alongside traditional console versions and creating more opportunities for the entire industry.

“With the mobile platform expanding, there are many new studios that are forming, but the console market is still very strong,” Baker says. “Many people predict that the console market will eventually fade out, but I think consoles are going to stay the same, and the mobile market will expand. Mobile games really appeal to those who didn’t normally play games and are now being included.”

Adds Hernandez: “it makes it really cool to be a developer right now.”

The Call to Arms

Paradox Interactive and Paradox Development Studio are preparing to once again provide the global conquest gamers have hungrily desired with their upcoming empire-building game, Europa Universalis IV. The award-winning series that has sold over a million copies and redefined grand strategy gaming is returning in Q3 2013. Now, Paradox is sending out a Call to Arms to their greatest fans, and asking for their help to win the world’s hearts and minds for the Europa Universalis army in an epic community-building campaign. Starting today, Europa Universalis fans all over the world can recruit their friends and receive exclusive rewards.

The Call to Arms Rewards for loyal fans include bonus in-game DLC, a Developers Strategy Guide, Compendium Universalis, the e-books The Art of War and The Prince, and a copy of Europa Universalis III



Chronicles. The “World Conqueror” rewards for the most loyal fans include exclusive beta access to Europa Universalis IV, a mention in the game credits, and a trip to Stockholm to play multiplayer with the developers.

Join a worldwide community of over half a million players: the Call to Arms site allows players to recruit their friends, sign up for news and updates, and receive special rewards for Europa Universalis IV.

“Over the years, you have all helped us build one of the most dedicated game communities available. We wouldn’t have come this far if not for the loyalty of our strategy fans everywhere, and we want you to know that,” said Thomas Johansson, project lead for Europa Universalis IV at Paradox Development Studio.

“As we prepare to launch our empire-building game Europa Universalis IV, we want to bring even more strat-

egy fans into our community. We want you all to experience the drama that only the grand stage of history can provide. So if you want to support Europa Universalis IV, please spread the word and invite your friends – if you believe that they long to conquer the world. Strategy Gamers of the World – this is our Call to Arms.”

Following on the success of the critically acclaimed Crusader Kings II, Paradox Development Studio is ready to take you to worlds both old and new – each yours for the taking.

Zynga Launches Draw Something 2

Zynga announced the global launch of Draw Something 2, a new social mobile game from the team that brought the world the original Draw Something. The new Draw Something 2 is social at its core, introducing a live feed where players can share, ‘like’ or comment on drawings, and follow friends, artists and celebrities. Draw Something 2 introduces new ways to play and draw, featuring a collection of new drawing tools to inspire players of all levels -- from stick-figure doodlers to bona fide artists -- to express themselves with new patterns, textures and colors. Draw Something 2 is available today on the App Store for iPhone, iPad and iPod touch, and coming soon to Google Play.

The original Draw Something, played by over 100 million people worldwide, captured the imagination of players with its turn-based gameplay and sense of humor. Draw Something 2 is a completely re-imagined take on the original that brings players an entirely new social experience

and new dimensions of play. Draw Something 2 has something for everyone, from players who like to draw to those who prefer to guess as well as those who just like to check out the art for a little inspiration. The game introduces Daily Draw and Daily Guess as well as a Free Draw option, which provides artists the freedom to draw whatever inspires them.

“Draw Something 2 is a new kind of experience that blurs the line between games and social apps, yet it builds on the magic that made the original one of the most popular mobile game franchises in the world,” said Travis Boatman, senior vice president of mobile at Zynga. “Draw Something 2 gives people a creative way to connect with friends by drawing, sharing and checking out the feed. We couldn’t be more proud of the New York mobile team that crafted the game.”

Draw Something 2 offers a broad new palette of features including:

- Live Social Feed -- Follow friends, celebrities and discover new artists
- Your Own Gallery -- Keep a collection of all of your creations in one place and check out galleries from your favorite artists, celebrities and friends.
- New Drawing Tools -- Limitless creativity at your fingertips with new textures and patterns like zebra, plaid and camouflage, and new tools like the 8-bit pixel pen, sparkle pen, stamps, highlighter, crayon and more. Plus, choose from over 100 vibrant colors.
- Free Draw -- Feeling truly creative? Try out the new tools and colors to draw anything your heart desires, and share your amazing talents with the community or via email, Facebook, Twitter and Instagram.
- New Ways to Play -- Whether you like to draw or guess Draw Something 2 lets you play the way you want and rewards you for it -- earn coins for playing the Daily Guess and Daily Draw.

GuitarBots Turns Guitar Practice Into Social Gaming

Ovelin Ltd. are proud to announce the release of social features to 'GuitarBots', taking their previously released guitar game to it's the next level of development by turning guitar practice into a true online social gaming experience!

The updated 'GuitarBots' includes new social features making it possible for aspiring and experienced guitarists alike to invite friends from existing social networks such as Facebook to compete with them in real-life guitar skills.

The motivational aspects of 'GuitarBots' are reinforced by the introduction of a novel set of challenges (achievements) that reward, encourage, and inspire players to advance in certain areas of guitar-playing; examples are mastering a certain set of chords, playing a certain amount of notes, or practice frequency.

"Playing the guitar is a social activity above all; that is a missing link in the existing guitar learning products and services available until now, and 'GuitarBots' will set new milestones and expectations from aspiring guitarists". Says Christoph Thür, the CEO & Co-founder of Ovelin. "GuitarBots is the first service available that combines guitar learning, social networking and real-life guitar practice into one, fully featured package"

The released 'GuitarBots' update adds a range of unique and exciting features:

- ü Invite friends from different sources: Facebook, email, personal invite link.

- ü Track your progress in the game (guitarist level) and earn achievements for improving in different areas of guitar skill.

- ü Compete with your friends by completing new songs (completion), practicing more often for longer periods (motivation), and getting better at different areas (achievement).

- ü Social high score boards (highest scoring players on a certain song)

'GuitarBots' is available NOW, and is compatible with PC & MAC. Mobile versions of the game are currently in development and scheduled for release in the near future. The network is available as a FREE trial, limiting users to 5 minutes of playtime per day, with a cap of 1 hour per day by inviting friends to partake in the fun (5 minutes of playtime per added friend). Additional playtime and access to premium features is available by purchasing a Premium account, priced at USD \$9.99 per month.

PlayFirst Launches Deep Sea Deli on iOS

PlayFirst Inc. announced Deep Sea Deli, a quirky puzzle-match arcade title, available now on the App Store for iPhone, iPad, and iPod touch. In addition to introducing a new and endearing PlayFirst character, Narly the Narwhal, Deep Sea Deli advances the puzzle-match genre by being the first game to combine limitless play-sessions with strategic depth and social competition, all in an undersea setting filled with lighthearted and witty humor.

In Deep Sea Deli players meet Narly, a down-on-his-luck former hotshot in the terrifying sport of tusking. Narly finds inspiration one night when a storm tosses and

turns a cargo ship until a deluge of deli meat goes tumbling into his reef, complete with a slice of swiss cheese hung handsomely on his horn. Seeing his friends go nuts for the land-based lunchmeat, and eyeing the entrepreneurial chance of a lifetime, Narly dons an apron and opens a diner of his own.

Unlike many puzzle-matching games, Deep Sea Deli doesn't enforce a time limit on play sessions; it's all about skill and careful sandwich-smithing. Charming tunes and vibrant effects accompany every tap of the game's intuitive sliding mechanic, adding personality as players quickly assemble "submarine" sandwiches while clearing a grid of bubble-bound ingredients.

But to turn up the pace and earn high scores, Narly's friends can help when players are in a pinch, like Monstro the whale clearing a board or Hungry Hoover gulping down stray ingredients that players can't use. Other boosts include time-buffs for bonuses and, of course, wads of mystery meat that players can slap into any sandwich for extra points – if they're quick enough to earn them. Use the ingredients wisely, and players will reel in bonus points and swim up the leaderboards in no time, perhaps even winning one of Deep Sea Deli's weekly tournaments.

Deep Sea Deli is now available for free on iPhone, iPod touch, iPad, and iPad mini via the App Store.

Score! gets new look and tons of new goals

Independent developer First Touch Games today announced the release of the biggest ever update to its hit game Score! on the App Store for iPhone, iPad and iPod Touch. The arrival of the update also coincides with Score! passing over nine million downloads to date. The update brings a vast assortment of graphical and game-play enhancements, including the addition of over 200 goals from around the World. To reflect the game's new global outlook, the name has also been changed from Score! Classic Goals to Score! World Goals.

In addition to new goals Score! World Goals update includes updated graphics and sound effects, a brand new turn-based multiplayer mode via Game Center, a Daily Goal Challenge mode with global player rankings. Integration with social networks means that players can now post their achievements via Facebook and Twitter. Additionally, new goal packs will be added on a regular basis.

Score! World Goals is a free to download football-themed puzzle game that allows players to recreate fantastic historical goals from around the world. Since its launch, Score! has hit the #1 spot in over 80 countries

as well as winning a host of awards. The game features an advanced 3D graphics engine that utilizes full motion capture coupled with smart defensive artificial intelligence that reacts to shots and passes, making the players feel like they're part of the action.

Key features of Score! World Goals:

- NEW More Goals! - 200 new goals from around the world
- NEW turn-based multiplayer via Game Center
- NEW Daily Goal Challenge mode
- NEW graphics and sound effects
- NEW Integration with Facebook and Twitter
- NEW goal packs to be added regularly

Score! World Goals is available for free on the App Store for iPhone, iPad and iPod touch.

Astro Gaming Goes Neon

ASTRO Gaming, a division of Skullcandy, Inc. and creators of premium video gaming equipment for professional and hardcore gamers, announced a slew of bright new neon colors for the brand's most popular product the ASTRO A40 Pro-Gaming Headset. ASTRO Gaming fans have recently been clamoring in support of a wider color palette for the studio's best-selling audiophile-grade headset and today ASTRO has officially delivered four of the most requested colors – Pink, Yellow, Orange and Red. The ASTRO A40 Pro-Gaming Headset's four new neon color choices join the two existing color options of Black and White. Neon Pink, Yellow and Orange ASTRO A40 Headsets are available now; Neon Red ASTRO A40 Headsets will be available later this summer.

"ASTRO Gaming has one of the most passionate fan bases in the gaming industry and we've always paid close attention to their suggestions for product improvement – it's a critical part of how we've maintained our edge, delivering technologically superior, professionally performing and cutting-edge products year af-

ter year after year," said Aron Drayer, Director of Marketing, ASTRO Gaming. "While there is currently no conclusive scientific evidence that Neon Colors can improve gaming performance there is no question that any player sporting a new set of Neon A40s is going to stand out in a crowd and may even distract a few opposing players!"

The recently revealed 2013 Edition ASTRO A40 Pro-Gaming Headset, which is now available in four new neon colors, including Pink, Yellow, Orange and Red, features an update to the company's highly popular Quick Disconnect Cabling System as well as re-tuned drivers and enclosures that make the audiophile-grade headsets the most accurate and detailed ASTRO Gaming has ever produced, with improved low-end response and less distortion at peak volume.

ASTRO Audio Experience - Engineered specifically for gaming, ASTRO Audio delivers audiophile-grade sound in a richly detailed positional audio experience. ASTRO A40 headsets are designed for extended game playing, movie watching and music listening sessions and feature superior fit and finish.

Removable Mic System: The ASTRO A40 features a highly precise, removable boom mic, which can be removed and swapped from ear to ear for a more customizable in-game communication experience.

Youth with Autism More Likely to Become Preoccupied with Video Games

Children and teens with autism spectrum disorder (ASD) use screen-based media, such as television and video games, more often than their typically developing peers, a University of Missouri researcher found.

"Many parents and clinicians have noticed that children with ASD are fascinated with technology, and the results of our recent studies certainly support this idea," said Micah Mazurek, an assistant professor of health psychology and a clinical child psychologist at MU. "We found that children with ASD spent much more time playing video games than typically developing children, and they are much more likely to develop problematic or addictive patterns of video game play."

Mazurek studied screen-based media use among 202 children and adolescents with ASD and 179 typi-

cally developing siblings. Compared to typically developing children, those with ASD spent more time playing video games and less time on social media, such as Facebook. Children with ASD also spent more time watching TV and playing video games than participating in pro-social or physical activities. Conversely, typically developing children spent more time on non-screen activities than on TV or video games.

In another study of 169 boys with ASD, problematic video game use was associated with oppositional behaviors, such as refusing to follow directions or engaging in arguments. Mazurek says carefully controlled research is needed to examine these issues in the future.

“Because these studies were cross-sectional, it is not clear if there is a causal relationship between video game use and problem behaviors,” Mazurek said. “Children with ASD may be attracted to video games because they can be rewarding, visually engaging and do not require face-to-face communication or social interaction. Parents need to be aware that, although video games are especially reinforcing for children with ASD, children with ASD may have problems disengaging from these games.”

Even though Mazurek cautions that too much screen time could be detrimental for children with ASD, she says tapping into what children with ASD enjoy about video games could help researchers and clinicians develop therapies using the technology.

“Using screen-based technologies, communication and social skills could be taught and reinforced right away,” Mazurek said. “However, more research is needed to determine whether the skills children with ASD might learn in virtual reality environments would translate into actual social interactions.”

Super Duper Wins Again

When Scholastic Instructor magazine named its 50 Fab Apps for Teachers it seemed (ahem) apropos that Super Duper Publications made the list not once but three times since the educational publisher has been making teacher learning tools for 27 years. As technology has changed, so has Super Duper from creating hand-held aids to offering mobile tools like Super Duper StoryMaker, one of three award winners this month. Two of them were also honored as winners by The National Parenting Center. Now instructors, parents and therapists turn to Super Duper for on-the-go lessons anytime for language arts, special needs or to monitor progress.

As Kim Greene points out, these impressive apps “are helping to change the face of education.” She writes, “by many accounts, some of the most powerful education apps are used for teaching reading and supporting differentiation for students with disabilities. But their capabilities are endless. Developers have created easy-to-use programs that serve as learning platforms for students and as organization tools for teachers.”

Best of all, the noteworthy list shows fabulous can be affordable. Super Duper’s three noted apps -- StoryMaker at \$4.99; WH Question Cards Pro at \$11.99 and Data Tracker at \$1.99 -- can be used on any iOS device and Data Tracker is also suited for the Android. The trio of award winners captivated the Scholastic judges in three key divisions. In the category of Language Arts, Super Duper StoryMaker makes the list of just 7 recommended apps for mobile devices. The description is the only app on page 28 of the Spring 2013 magazine featured with a snapshot of the product in progress on an iPad.

Return to Castlerama for iOS platforms Announced

Return to Castlerama, an atmospheric adventure game of ancient rivalries set against spectacular scenery, is being developed for release on iOS platforms by the independent Italian studio Codenrama. The game will be available on June 20 in the App Store.

Codenrama was founded by the renowned fine artist Michele Böhm, hence the eerily beautiful environments in which you play the game. Böhm, who has exhibited throughout Italy and Europe over the last 33 years, and taught in Milan and at the University of Rome, has always been passionate about the potential of bringing computer technology and art together. His background – his mother is a talented painter and his father is the prominent computer scientist Corrado Böhm - has almost certainly contributed to this.

Return To Castlerama mixes narrative elements of the supernatural, with family intrigue, and features a number of different playing styles to complete. The player is cast as David, a young man seeking to save his village Castlerama, and the surrounding Gorendal Valley, from the curse of the evil Artaserses. As well as exploring the neighbourhood and the lush environs of the valley, David will also encounter zombies, a dragon, and other fantastical monsters. Along the way there are eye-catching 'tarot' cards to be collected which form an integral part of the end-game.

"Return to Castlerama is a game you can truly immerse yourself in. The puzzles are captivating, the action intense and the story full of intrigue," says Böhm. "We wanted to capture the splendour of the Gorendal Valley and its countryside, but to create a chilling atmosphere behind that beauty as

well."

The game follows the release in May 2011 of the demo, entitled simply Castlerama, which became a viral success internationally, with over 300,000 downloads. Böhm, together with graphic artist and game designer Francesco Palenga, used the demo's inspiration of a journey made through the beautiful landscape of Assisi to develop the themes and style of the full game.

Return to Castlerama has been designed for the iPad and iPhone, and also plays superbly on iPod Touch 5th generation. As well as the beautifully crafted graphics, it features a mesmerising soundtrack composed by Fernando Fera and Leandro Piccioni.

Toontastic Jr. Shrek App

Launchpad Toys announced today the release of Toontastic Jr. Shrek, a playful movie making app inspired by Shrek available exclusively on the App Store for iPhone, iPad & iPod touch. Toontastic Jr. Shrek is an app in which kids ages 3 & up can create, remix, and retell the classic Shrek story all while recording their own voice.

Featuring a host of Shrek characters and scenes from the classic Shrek movie, Toontastic Jr. Shrek brings out the moviemaker in every child while teaching key storytelling skills that promote creativity at a young age.

"Watching kids play with puppets, dolls, and action figures, we were inspired by the incredible stories they produced at such early ages," said Launchpad Toys co-founder Andy Russell. "We co-produced this app with DreamWorks Animation and are thrilled to put their classic Shrek characters into the hands of creative kids around the world. We can't wait to see kids' imaginations at work!"

State of Gaming



COMING DOWN TO THE WIRE

Both Sony and Microsoft have released information on their next home consoles. What are your opinions? Have you enjoyed all of the coverage Family Friendly Gaming has provided these upcoming machines? Are both companies overlooking Nintendo? Do you agree with the directions these companies are taking?

With everything we know there are still questions. Lord willing answers will be provided at E3 2013. The Super Bowl of Video Games is right around the corner. Normally

there is a lot of excitement here at Family Friendly Gaming. Yet this year there seems to be a calm. Like the calm before the storm. The normal training for all the walking is going on still. Maps are being studied to learn how to get from one place to another. Things are being set up to cover the family friendly games at this massive event. Maybe because the staff has done it so many times. Maybe the poor economy dragging on. Maybe the exhaustion from piecemealers and freeloaders. Maybe policy changes in Family Friendly Gaming Nation. Whatever it is, there is a real relaxed approach to E3 2013.

This is your last opportunity to let us know if there is any-

thing family friendly you want the team to look at in Los Angeles this year. Donations are still being accepted to make this the best E3 Family Friendly Gaming has ever covered.

Expect to hear all kinds of predictions from the different media outlets this year about who they think will win the upcoming console generation war. Thus far multiple media outlets, and gaming sites have already become casualties. It is sad to see so many websites going out of business. As long as God allows us we will continue to keep Family Friendly Gaming going. Even if we lose money every single year.

Acts 18:9-11

9 One night the Lord spoke to Paul in a vision: "Do not be afraid; keep on speaking, do not be silent.

10 For I am with you, and no one is going to attack and harm you, because I have many people in this city."

11 So Paul stayed in Corinth for a year and a half, teaching them the word of God.

REVIEWS

Welcome to our reviews section. We have a couple of rules when it comes to our reviews. The reviewer must give an honest accounting as to why he/she liked or disliked something. No fanboy reviews allowed here, or at the very least they are discouraged (after all everyone has their own personal biases, likes, and dislikes). Everyone also has different tolerances, and weaknesses - we strive to keep that in mind in our reviews. We have been burned ourselves by reviews saying a certain game is great, only to be greatly offended by that game. Reviewers must be kind in their reviews. A game may be horrible, but there is no need to degrade the developer, publisher, artists, etc. There is also no need for name calling.

We review video games on five separate criteria: graphics, sound, replay/extras, gameplay, and family friendly factor. Review scale can be found here - <http://www.familyfriendlygaming.com/Game%20Review%20Template.html>. The editor in chief coordinates reviews to have as much cohesion as possible. We are very open about the way we review video games. Each section starts with a 75 score, and can earn or lose points based on the content of the game, using our grading scale (found on the website).

Parents, please do not take any of our reviews as gospel. Different people are offended by different things. We work hard here at Family Friendly Gaming to discern the good from the bad in the teachings of each different video game. What may seem harmless to our reviewer(s), could be a big deal to you. We encourage you to spend time with your children and investigate each video game yourself. Each review is written with you in mind, and we try to mention each problem we find. We are not perfect, and miss things from time to time - just as the ESRB does. The ESRB rating is merely a start, and since they ignore many of the moral and spiritual factors important to parents all across America, we do our small part to fill that huge void. We are a small ministry and your prayers are so very important to us.

Questions, suggestions, comments, or got a game you would like for us to review? Then please email us at: Gamereviews@familyfriendlygaming.com.

DVD	Score	Page
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Genesis	Score	Page
Sonic & Knuckles	82	37
PS3	Score	Page
WWE 12	56	35
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Rapala for Kinect	84	33
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Farmtopia

SCORE: 71



Time management games are a nice little diversion. I saw Farmtopia on clearance at an extremely low price. I decided to pick up this Nintendo DS game and see if it was a gem for our wonderful readers. Or could I help millions save some money? Please continue to read this review for that answer.

The graphics in Farmtopia are really small. Which becomes a problem in the game play. How? Why? It becomes difficult to tap these tiny little objects. Since tapping objects is the main thing I did in this game. Many of the objects in Farmtopia look the same too. There is very little in Farmtopia graphically that impressed me.

The music in Farmtopia is okay. The special ef-



fect sounds are also okay. They are not offensive, and they are not overly impressive. The instructions in Farmtopia are okay. Most of it made sense to me. There were a few aspects of the instructions that did not make much sense. I had to try a few things to figure out what to do to move forward. I found little to no reason

to play Farmtopia. The game play in Farmtopia is extremely repetitive. It does not take long to get boring. At least I found it boring. Especially with the bugs in this hand held game. There are not many animals to care for, and not much diversity in

this game. I recommend our readers pass on Farmtopia on the Nintendo DS.

Remember I mentioned trying to tap those small objects? This is how we put seed out for the animals. This is also how we pick up things like the eggs. I kept trying to tap the eggs and wound up laying out more grass. This would use up my resources. I got frustrated because of the problems this caused. This also removed any fun for me.

Farmtopia teaches families to take care of animals. It also teaches some basic economics. We send shipments of products to town and money is sent back. Farmtopia also teaches us to take care of our animals. I like the lesson in Farmtopia of keeping our animals safe from predators. There are all kinds of danger-

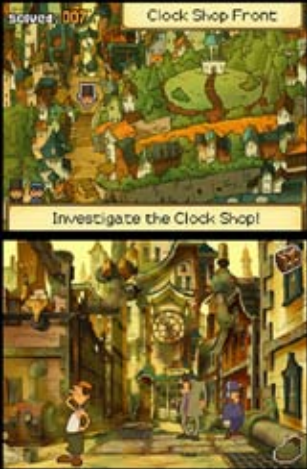
ous animals out there who do not care about our profit, livelihood, or our own survival. Humans are definitely more important than animals. - Yolanda



Publisher: 505 Games
System: Nintendo DS
Rating: 'E' - Everyone

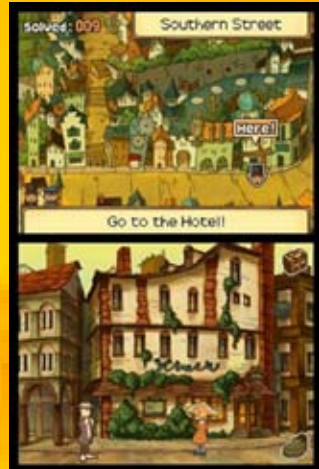
Graphics: 70%
Sounds: 75%
Replay/Extras: 74%
Gameplay: 62%
Family Friendly Factor: 76%





Professor Layton and the Unwound Future

SCORE: 72



Professor Layton and the Unwound Future can be among the most challenging games to play under the Nintendo publishing banner. Do not expect to walk all over this Nintendo DS game. It will walk all over you. There are over 165 puzzles in Professor Layton and the Unwound Future. There are puzzle coins hidden all over the screens. Use them when you are stuck on a puzzle - which will be most of the time.

The flow of Professor Layton and the Unwound Future is all messed up. The story trudges along at a snails pace. There is little reward for finally figuring out how to beat that puzzle. And having to spend five hint coins on it just makes it painful.

Most gamers will find a guide or walkthrough to learn how to solve the puzzles. Which actually defeats the purpose of this game in the first place. What

was Level-5 thinking with most of these puzzles? Rarely do they make sense. Most of the time the game is trying to trick you in some way.

The presentation of Professor Layton and the Unwound Future is amazing. I love how it moves from anime movie, to conversations, down to where we move around on screens. Professor Layton and the Unwound Future slowly

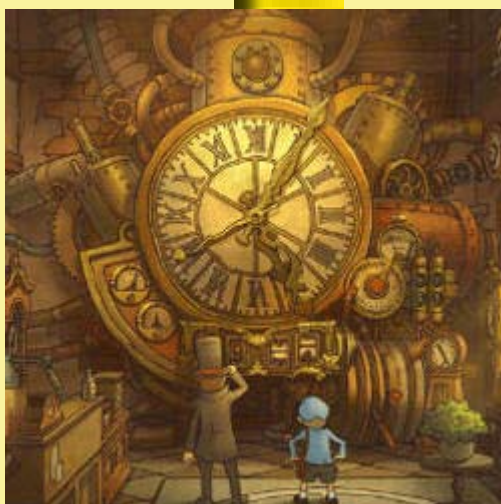
unveils the different features as the player progresses. The time traveling storyline is fascinating, and can captivate the gamer.

The style of art in Professor Layton and the Unwound Future does not impress me. It just feels



to plain. There are also major limitations on where we can explore. The music and the voice acting are exceptionally well done. I love listening to the voices in Professor Layton and the Unwound Future. Its almost as good as listening to our Editor in Chief read from the Holy Bible.

If you want a game that will confuse, confound, irritate, frustrate, and annoy you then check out Professor Layton and the Unwound Future. If you are up for a challenging game where the hints are not always helpful then again look at Professor Layton and the Unwound Future. This DS game will test your resolve. I expect many will just give up on it.
- Luke



Publisher: Nintendo
System: Nintendo DS
Rating: 'E10+' for Everyone 10+
{Mild Violence}

Graphics: 70%
Sounds: 84%
Replay/Extras: 89%
Gameplay: 45%
Family Friendly Factor: 70%





Virtua Tennis 4 World Tour Edition



SCORE: 92

Virtua Tennis 4 World Tour Edition is the most solid tennis game I have played on the PS Vita. Now it may be the only tennis game I have ever played on the PS Vita, so take that with a grain of salt. Sega has

not always done a good job with the Virtua Tennis franchise. Which is another thing that impressed me about Virtua Tennis 4 World Tour Edition.

The first thing that stuck out about this hand held game is how good it looks. The people in Virtua Tennis 4 World Tour Edition look very realistic. There is a gloss, and gleam to this game I have not seen in any other hand held title out there. The animations are spot on, and the female characters dress very modestly - for a tennis game.

I really enjoy the presentation, and sounds in Virtua Tennis 4 World Tour Edition. This game makes the player feel like they are on the court. The little sound effects



enhance this game in so many wonderful ways. There are some attitudes and bragging in Virtua Tennis 4 World Tour Edition by different characters. Things can get worse if you go online.

The amount of modes and things to do in Virtua Tennis 4 World Tour Edition is astounding. You can play a game with a wide array of tennis stars. You can create

your own player and go on a lengthy world tour. You can play mini games. You can go online and play other humans. There are tons of clothing that are unlocked. Then you can go and change what your player is wearing.

You can have all the options in the world, look great, and sound good; but if you do not play well its all meaningless. Thankfully Virtua Tennis 4 World Tour Edition plays like a dream. I was moving my opponents from the right to the left, rushing the net and spiking it past them. I enjoyed hitting it between the other two players in doubles matches. This PS Vita game is a blast to play.

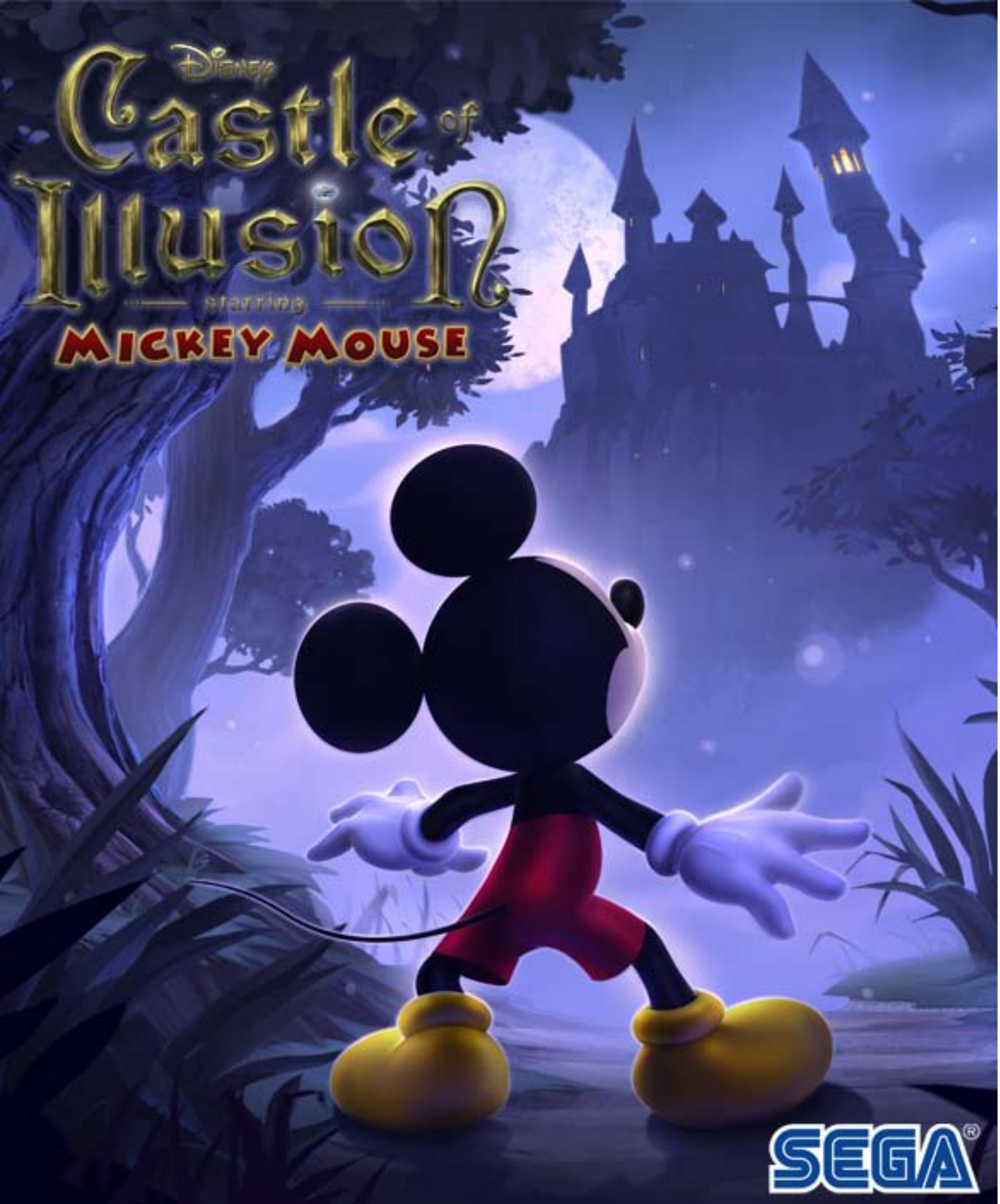
Since the weather has warmed up we have been at a local tennis court playing as a family. Our boys are loving it. I plan on using Virtua Tennis 4 World Tour Edition as a tool to reinforce the training I have been providing them on this athletic activity. I hope this franchise continues for years to come.
- Paul



Publisher: Sega
System: PS Vita
Rating: 'E' - Everyone
{Comic Mischief}

Graphics: 93%
Sounds: 89%
Replay/Extras: 95%
Gameplay: 95%
Family Friendly Factor: 90%







Time For
Your Checkup

MATCHING GAME

for Stuffed Animals and Toys

Each toy has a problem and needs to see the doctor. Look at their problem area, diagnose their problem, then place the number from each toy next to their correct ailment.



Fever



Broken Leg



Flat Tire



Ear Ache



Stomach Ache



Torn Sail



ANSWERS: 1-Stomach Ache, 2-Ear Ache,
3-Torn Sail, 4-Fever, 5-Broken leg,
6-Flat Tire

ON DVD MAY 7



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Rapala for Kinect



SCORE: 84

Rapala for Kinect is a solid fishing game that includes more than I anticipated. I expected to see fishing action, and that is in this Xbox 360 game in abundance. There are also neat little mini games like boat racing. They help break up the fishing game play.

The controls in Rapala for Kinect are my biggest concern. Sometimes they work great, and other times they won't work at all. I can throw my line fine, and I can interest a fish just fine. Getting them hooked was another story. That was until it entered pro mode. Then I could hook, and reel them in perfectly. I do not know why this happens.

Since rounds are timed the spotty controls can lead to losing. There is nothing worse than losing a round due to

bad controls. Trust me on this. I never could figure out why the controls were great at times and messed up other times.

The casual feel to Rapala for Kinect increases the fun factor for millions more than if the game was exclusionary. The bright and colorful graphics will bring in families. Moving around while playing thanks to Kinect also increases the appeal. Families will have a blast with Rapala for Kinect on the Xbox 360.

The sounds in Rapala for Kinect will keep your family energized and ready to catch some fish. I wish catching fish in the real world was this easy. I would be having fish dinner every night if you know what I mean.

I enjoy the ac-



tive gaming concept in Rapala for Kinect. This helps us lose weight, and be healthier. Rapala for Kinect is one of those games that can be used to help fight child obesity. The government should be paying Family Friendly Gaming to provide them unique solutions like that one.

It was a real joy and a pleasure for me to go fishing in Rapala for Kinect. I hope there will be sequels to this franchise in the coming months and years. I love the idea of going out there, and catching my own dinner. Too many Americans expect others to provide for them. Rapala for Kinect teaches us to go out there and do it for ourselves.

- Frank



Publisher: Activision
System: Xbox 360
Rating: 'E' for Everyone
{Mild Violence}

Graphics: 85%
Sounds: 91%
Replay/Extras: 93%
Gameplay: 65%
Family Friendly Factor: 85%





Hole in the Wall

SCORE: 78



When we first predicted the success of the Kinect on the Xbox 360 we thought about good fits for the device. We knew about the Japanese TV version of Hole in the Wall. We put those two together and said it had the potential to be a big hit. Hole in the Wall made it to American television, and also to the Xbox 360 thanks to Ubisoft. There are some good things about this game, and some bad things.

This game shows great potential going forward, and hopefully in sequels. The Microsoft Avatars are used so the graphics are not pushed to the edge if you know what I mean. Hole in the Wall looks nice, but I have seen better Xbox 360 home console games. Characters like to celebrate by shaking their butt at you. Did we really need that?

The audio effects are straight out of the television show. So if you like those sounds you will love to listen to Hole in the Wall. If you hate those sounds then they will



grate on your last good nerve. I enjoyed the sounds for the most part. They kept me awake while playing this game.

Want to know something else that kept me awake while playing Hole in the Wall? The exercise. I had to get into all kinds of strange positions while playing this Kinect title. I got a light sweat after playing Hole in the Wall, and so did others. Which reminds me Hole

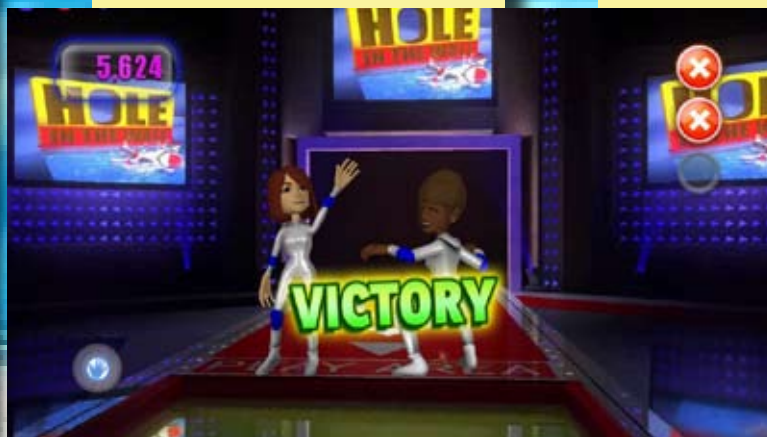
in the Wall is better with two people.

I am not fond of the final round in Hole in the Wall on the Xbox 360. We have to find which of the positions is the right one. There are multiple choices and only a few seconds to guess. This ended my game time after time. Why? Hole in the Wall only allows for three mistakes and then its game over.

Hole in the Wall feels like the show, and it sounds like the show. I have not seen the American version of Hole in the Wall. I did find it odd that evolution was in this game. I know that is a red flag issue for many of our readers. So I am doing my duty by informing you of that highly controversial and divisive religious belief.

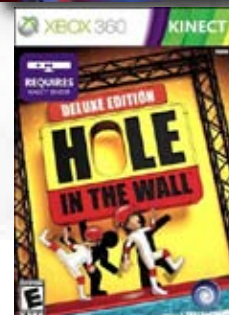
I generally had fun playing Hole in the Wall. The difficulty of the final round really ruins interest in replaying it. Since you have to complete one show to get to the next one.

- Paul



Publisher: Ubisoft
System: Xbox 360
Rating: 'E' for Everyone

Graphics: 75%
Sounds: 85%
Replay/Extras: 80%
Gameplay: 80%
Family Friendly Factor: 70%





WWE 12

SCORE: 56



Professional wrestling has some of the craziest fans. The WWE has made an effort to be more family friendly. What about their video games? I took WWE 12 for a spin around the squared circle to see. As you can see from my score WWE 12 is an abysmal failure. Why though?

WWE 12 is all about the violence. Pummel your opponent into submission. Pin them for the win. There are other matches like you have to throw them into fire, escape a cage, be the last man standing, get them to submit, etc. Men and women wear little clothing in WWE 12. I object to the ESRB's mild suggestive themes. These are not mild. They are extreme, and over the top.

The excitement over the

blood, gore, violence, and heavy enticement to lust issues are amplified by the announcers. By the way why is Jerry the king Lawler an unlockable character? I can think of plenty better personalities to include.

The ring entrance music is neat, and some of it can get stuck in your head.

What struck me as odd is there are few interesting characters to play in WWE 12. The most interesting must be unlocked in insane ways, or purchased. Yes PURCHASED! As if THQ did not make enough money on selling the game, they wanted even more by having you pay a dollar per cool wrestling personality. I did not get my moneys worth out of WWE 12 for what they included. Adding more money into the mix is an insult.

The action in WWE 12 is straight



forward unless you are in some kind of a speciality match. Then it can take some getting used to. Especially when it comes to winning those matches. I had to quit and give up a couple of them because I could never figure out how to finish it. The announcers will tell you what to do, but no direction on how to do it.

In some matches I did the finisher move four and five times. The repetitive nature of WWE 12 can be extremely boring. The presentation in WWE 12 is high, and it is getting really close to the real thing. Which is actually a fake thing, but you know what I mean. WWE 12 is slightly better than watching wrestling. But there are so many other things we could be doing. - Frank



Publisher: THQ

System: Wii/Xbox 360/PS3(tested)

Rating: 'T' for Teen

{Blood, Language, Mild Suggestive Themes, Violence}

Family Friendly Gaming

Graphics: 40%

Sounds: 58%

Replay/Extras: 78%

Gameplay: 60%

Family Friendly Factor: 44%





SPRAY

SCORE: 51



I have known about this niche title SPRAY for some years now. I hoped it would be like de Blob. We are spraying liquids to change the environment. Unfortunately we spray slime, water, vomit, and ice. Yes you read that right - vomit! That is absolutely disgusting. Couldn't the game designers come up with something less gross?

The content of what we spew out into this game world is not the only problem. The camera is so bad that you will either get a headache or be throwing up yourself. The colors are washed out, and nasty looking. There are gross looking characters who respawn over and over again. I never could figure out how to stop them from coming out time after time.

With how nasty this game is I am surprised it was not on the Playstation 3. That system is known for titles like SPRAY. The rude and crude



things involve their language and jokes. It is just another way SPRAY makes us feel dirty after playing it.

There are two floating spirits that help us on our

quest. One is demonic looking, and the other is supposed to be angelic looking. There is no morale system in picking heaven or hell in SPRAY though. We have to use both of these things to progress through the game. They quickly wind up becoming a new problem we have to deal with. I got to the point where I wanted them to just go away.

If all of this were not bad enough there are glitches in SPRAY. I could not get certain switches to work. Having to go back to the same levels over and over again - with just a new section unlocked was annoying. This Wii game crashed on me a few times, gave me hints that did not work right, and more.

SPRAY is an experience in irritation, agitation, and frustration. I strongly recommend you avoid this game like brainwashing television shows. No sequels are ever needed.
- Mark



Publisher: Tecmo

System: Wii

Rating: 'E10+' for Everyone 10+
{Crude Humor, Mild Cartoon Violence}

Graphics: 45%
Sounds: 60%
Replay/Extras: 50%
Gameplay: 60%
Family Friendly Factor: 40%



Sonic & Knuckles

SCORE: 82

Kirby 64 The Crystal Shards

SCORE: 68

Out of all the Sonic the Hedgehog games on the Genesis I like Sonic & Knuckles the least. We have the lock on technology so we can use Knuckles in Sonic 2, and Sonic 3. We have this new character Knuckles with all new abilities. Yet for me Sonic & Knuckles falls flat mainly because the pace is slowed down. Sonic & Knuckles is much more difficult than previous Sonic the Hedgehog games. Which leads to more frustration. The game even will provide cheap hits in some areas.

Sonic & Knuckles has more animations and looks better than any previous Sonic game. I like how they do different things with in the levels. It is obvious that Sega was trying some new stuff out. They left the sounds alone which is good. The spin dash is the main skill players need to use with Sonic. I lost track of how many times I had to use that to break out of a trap, get up a slope, or destroy something.

We seem to free less woodland creatures in Sonic & Knuckles too. There is a lot of repetition for the enemies. Not only that but multiple parts of the same levels look exactly the same. The bosses have some mild diversity, and are a lot tougher to beat.

Sonic & Knuckles is still a solid Genesis title with quite a few things going for it. It was not to my personal liking. The lock on technology and replay for older Sonic games is interesting and cool. But the slower pace drags this game down. I hated getting stuck in certain parts of levels every single time I played through this game. A save function would have been nice. - Paul



Kirby 64 The Crystal Shards is an interesting piece of Kirby history. It is a Nintendo 64 home console game that feels half heartedly done. Kirby 64 The Crystal Shards is played in 2D. Now there are sort of 3D environments but we are not allowed to explore them. All of Kirby's skills are present, and we can power up by sucking in enemies with powers. If we can get two at once we can get a double power. This is harder to do than it sounds.

Kirby 64 The Crystal Shards does not look good to me. It seems really plain, and many of the animations are slow. There is also little diversity in what we do in Kirby 64 The Crystal Shards. Go from left to right down a level. Sometimes we go up or down. But generally we go from left to right on a pre-set path. Get to the end of each level. The last level gives us a boss to fight. Which is generally equally as boring.

The core of Kirby 64 The Crystal Shards is finding a good enemy power up. Using that as long as you can. The levels then become a breeze. Boss levels always provide an opportunity to the player to grab something and spit at back at the boss. Avoiding damage is pretty simple in this game. Kirby has not been known for challenging game play though.

The music in Kirby 64 The Crystal Shards is pleasing to the ear. The storyline is pretty flimsy. We are collecting shards and stopping an evil black eye thing. - Sam



Publisher: Sega
System: Genesis
Rating: 'E' - Everyone

Graphics: 90%
Sounds: 88%
Replay/Extras: 90%
Gameplay: 60%
Family Friendly Factor: 83%

Publisher: Nintendo
System: Nintendo 64
Rating: 'E' - Everyone

Graphics: 67%
Sounds: 78%
Replay/Extras: 65%
Gameplay: 60%
Family Friendly Factor: 70%



Birthday Party Bash



SCORE: 81

Whenever I think about birthday parties I think how wonderful it is to honor the mothers. They did all of the work on that day. All we ever did was be born. Mothers had to work for us. Fathers had to work hard to financially support us. To often in this LOOK-AT-ME culture people forget about all those who did all that work to provide for the children.

Birthday Party Bash is a Wii game from 2K Play that is all about a birthday party. We play mini games, set the area, get the presents, cake, and more. Finally at the end we can sing HAPPY Birthday. This party game is very specialized. And it comes with advertisements and coupons for Duncan Hines. By the time we found this Wii game on clearance those coupons had long since expired.

Birthday Party Bash has numerous bright colors that kids will enjoy. The attention to



detail is okay. Nothing to write home about, but nothing too horrible either. There is some cartoon violence in some of the mini games. For example we shoot these demonic looking creatures in one of the mini

games for points.

The poor controls in Birthday Party Bash can lead to real world violence. Anger, frustration, and irritation were some of the reactions thanks to the bad controls in some of the mini games. Some of them controlled great, and others were absolutely worthless. Add into the mix, there are not many mini games and its a recipe for disaster. The computer can also trash even the most experienced player in some of the mini games.

It does not matter if you win or lose in Birthday Party Bash. The party gets set and taken care of no matter how well or poorly you perform.

There are a couple of different modes in case you want to try out all of the mini games on your own. The narrator has a good voice that gets the kids excited to play.

Birthday Party Bash is an okay party game for kids. The birthday theme will be hit or miss depending on you.
- Paul



Publisher: 2K Play
System: Wii
Rating: 'E' - Everyone
{Comic Mischief}

Graphics: 81%
Sound: 90%
Replay/Extras: 86%
Gameplay: 66%
Family Friendly Factor: 80%





Warehouse 13 Season Two



SCORE: 61

Warehouse 13 started out with such promise and potential. There were hints of problems, but I was hopeful the show would take the path of honor and not extreme left wing radical propaganda. Warehouse 13 Season Two rushed head long into complete role reversal for men and women. Men are shown as weak and emotional, and women are shown as logical and strong.

No wonder there are so many young people with gender confusion. Shows like Warehouse 13 Season Two are brainwashing them to deny reality and accept a perversion of it.

Some of the most repugnant parts of Warehouse 13 Season Two involves HG Wells. The well known author

and futurist is made into a woman. I mean really?! Can't find strong women from the past to prop up, so they have to go and redefine. Not only that but undermine good, strong, intelligent men from the past.

The view of sex in Warehouse 13 Season Two is weak, flimsy, and out of touch with science. There is huge push in Warehouse 13 Season Two for the extremely expensive and radically biased colleges. Its no wonder some of these kids become bombers after going to these fanatical zealot left wing colleges. They are being taught by professors who were bombers themselves and now they are held in high esteem.

There are very few episodes in Warehouse 13 Season Two which is actually a good thing in terms of less of the brainwashing propa-



ganda. Bad thing in terms of getting your moneys worth. A cross over episode is held with Eureka. That did not really thrill me either.

The plots in Warehouse 13 Season Two become too predictable. At times the writers of Warehouse 13 Season Two lose all concept of continuity. Things just kinda happen here and there. Characters are killed off, but I expect they will return somehow in some way in the future.

I am going to give this show one more year to clean up its act or I will be done with it. Warehouse 13 Season Two is taking this series in the wrong direction in almost every way possible.

- Paul



Publisher: Syfy
System: DVD
Rating: 'NR' for Not Rated

Graphics: 58%
Sounds: 60%
Replay/Extras: 62%
Gameplay: 70%
Family Friendly Factor: 56%



DEVELOPING GAMES



NCAA
FOOTBALL14



Game: NCAA Football 14
Company: EA Sports
Release Date: July 9, 2013
System: Xbox 360/PS3
Rating: 'RP' - Rating Pending



Game: NCAA Football 14
Company: EA Sports
Release Date: July 9, 2013
System: Xbox 360/PS3
Rating: 'RP' - Rating Pending





Mario Party

Party Like it's the Year of Luigi: A new game in the Mario Party series is scheduled to launch for Nintendo 3DS this winter. The game features seven different game boards, each with its own set of rules. The game offers 81



Game: New Super Luigi U
Release Date: Summer 2013
Rating: 'RP' - Rating Pending

Company: Nintendo
System: Wii U





New Super Luigi U: Wii U owners who purchase this downloadable content for New Super Mario Bros. U (a copy of the game is required) will get 82 updated stages and a new adventure featuring Luigi, who can jump higher than Mario, yet has trouble stopping after a dash. Many stages start with only 100 seconds on the timer, and quicker stages



are populated with many obstacles. New Super Luigi U is scheduled to be released this summer during the Year of Luigi.



Game: New Super Luigi U
Release Date: Summer 2013
Rating: 'RP' - Rating Pending

Company: Nintendo
System: Wii U







Game: Pokemon X Pokemon Y
Company: Nintendo
Release Date: October 2013
System: Nintendo 3DS
Rating: 'RP' - Rating Pending



Game: Tales of Xillia
Release Date: August 6, 2013
Rating: 'RP' - Rating Pending



Company: Namco Bandai Games
System: Playstation 3



Game: Tales of Xillia
Release Date: August 6, 2013
Rating: 'RP' - Rating Pending



Company: Namco Bandai Games
System: Playstation 3





Game: Castle of Illusion Starring Mickey Mouse
Company: Sega
Release Date: Summer 2013
System: PS3/Xbox 360/PC
Rating: 'RP' - Rating Pending



Game: Castle of Illusion Starring Mickey Mouse
Company: Sega
Release Date: Summer 2013
System: PS3/Xbox 360/PC
Rating: 'RP' - Rating Pending









Military	
3	7/7 5
0/30	0

Armies	
1st Army	

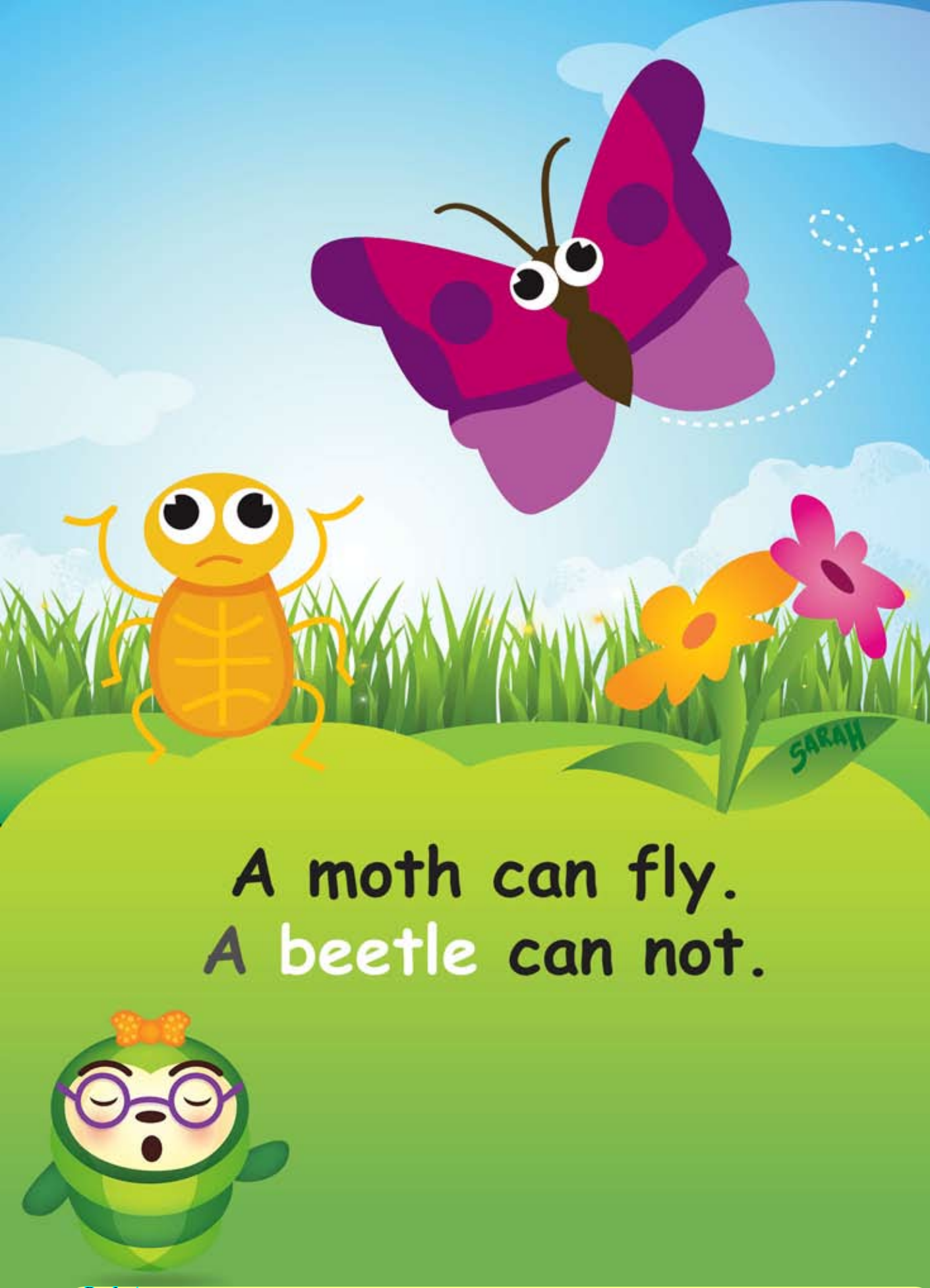


Game: Victoria II: Heart of Darkness
Company: Paradox Interactive
Release Date: Out Now
System: Personal Computer
Rating: *T* - Teen (Drug and Alcohol Reference, Mild Language, Mild Suggestive Themes, Mild Violence)



Game: Victoria II Heart of Darkness
Company: Paradox Interactive
Release Date: Out Now
System: Personal Computer
Rating: 'T' - Teen {Drug and Alcohol Reference, Mild Language, Mild Suggestive Themes, Mild Violence}





A moth can fly.
A beetle can not.



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Release Date: Out Now
System: iPad

Rating: '4+' - 4+

RAYMAN[®] JUNGLE RUN



Product: Rayman Jungle Run
Company: Ubisoft
Release Date: Out Now
System: iPhone/iPod Touch
Rating: '4+' - 4+



I love cosplay!



Pursue Le Magie down to the strange worlds with strange creatures and...



Game: Mr Runner 2 The Masks
Company: Zing Games
Release Date: Out Now
System: iPhone/iPod Touch/iPad
Rating: '9+' - 9+ {Infrequent/Mild Cartoon or Fantasy Violence}







Game: Final Fantasy XIV A Realm Reborn
Company: Square Enix
Release Date: Out Now
System: PC/PS3
Rating: 'T' - Teen {Alcohol Reference, Animated Blood, Language, Suggestive Themes, Violence}



Devotional

Fasting

The studies are out there - obesity is on the rise. The government is talking about instituting a fat tax. Yet there is one topic the American church does not want to talk about to their plump congregations - fasting. Fasting on a regular basis would assist with the obesity problem. **Psalm 35:13** *Yet when they were ill, I put on sackcloth and humbled myself with fasting.* Notice how humility and fasting go hand in hand? Self control is also needed for fasting. Two more topics generally avoided in the American church, especially when they are constantly talking about what they have done.

The government spends billions of dollars on school lunches. Because we cant let any child go hungry can we? Yet at the same time child obesity is at an all time high. Maybe missing a meal here or there would help with the deficit, and obesity. Kill two birds with one stone so to speak. **Jeremiah 36:9** *In the ninth month of the fifth year of Jehoiakim son of Josiah king of Judah, a time of*

fasting before the Lord was proclaimed for all the people in Jerusalem and those who had come from the towns of Judah. The government could have a day of fasting to help with the child obesity problem.

Another aspect of the obesity problem is exercise. It feels good to go out and get some exercise. It is wonderful to sweat and use our bodies as they were intended to be used. There is so much joy in a variety of physical activities. There are so many choices available to us in physical exercise as well. **1 Timothy 4:8** *For physical training is of some value, but godliness has value for all things, holding promise for both the present life and the life to come.* Even the Holy Bible recognizes the value of training our bodies physically.

Round may be a shape, but its a bad shape. It is an unhealthy shape. It is a shape that will lead to all kinds of pain and suffering for you and those around you. Are you really that selfish to make them go through pain and suffering for potentially years because you are too arrogant to fast?

Psalm 109:24 *My knees give way from fasting; my body is thin and gaunt.* Don't hear about that a lot now-a-days do you? People are thin from fasting. Instead we the see problem of what happens when people refuse to fast - their girth continues to expand.

If you need to start slow - fast for one meal a month, or a week.

God bless you and yours,
- Paul Bury

Jesus,

I know that I am a sinner and need Your forgiveness. Nothing I can do of my own power will give me true joy. I believe that You died for my sins. I want to turn from my enslavement to sins, and repent of them. I now invite You to come into my heart and life. I want to trust and follow You as my personal Lord and Savior. I welcome the transforming power of the Holy Spirit. Amen.



Video Games 101

Conversations we have in the public at a variety of venues shows us one important fact. There are many people who do not understand the phrases used in the video game industry. No one cared enough to teach them what they stand for. Family Friendly Gaming has decided to right that wrong. We refuse to act arrogantly like so many others in the gaming media. Instead we will humble ourselves and go back to basics.

Level - Level can mean different things in different games. For an action adventure platformer it is the environment the player is currently in. There is a start to the level and a completion. The player must get from the beginning to the end. In a role playing game (RPG) it is what the character is currently at. So a level 10 warrior, or a level 15 priest. The environment in these games can also

be called levels, but generally they are stages, places or environments. For example your Level 15 Priest is in the town of FFGROCKS, or in the dungeon of DOOM. Maybe they are in the field between those locations. In a puzzle game the level is the stage you are on. Like you are on Level 29.

Seamless Level Transition
- Some games will move you from level to level with no game play stoppage. Tetris is an example. You will move from Level 1 to Level 2 with the game still moving forward. Things just start to get a little faster.

Barrier Level Transition
- Many games come with a barrier in terms of moving from one level to the next one. This comes in a loading screen, or a menu screen. Players must move between these screens or wait for the loading to complete before they

can start the next level. RPG's will bring up a message about the level up, and then show the player their characters improved stats.

Cooperative game play
- Some games require unique interactions from different characters for the player to progress. Some games are set up where the player will need to swap between characters and control different members of their party to progress. Other games will allow a computer controlled character to perform the action when it is needed. Still other games allow for multiple human characters to perform unique actions for different characters.

Hints - games will routinely provide the player hints on what needs to be done next. This is done to alleviate frustration, and to keep the game moving at a healthy pace.

Last Minute Tidbits



Product: Shelter

Release Date: TBA 2013

Rating: 'RP' - Rating Pending



Company: Might & Delight
System: PC/MAC





Product: Game & Wario
Company: Nintendo
System: Wii U
Release Date: June 23, 2013
Rating: 'RP' - Rating Pending



Sketch the Word

Salmon



0:27



Done

Product: Game & Wario
Company: Nintendo
System: Wii U
Release Date: June 23, 2013
Rating: 'RP' - Rating Pending





Product: Storm
Company: Namco Bandai Games
System: PS3/Xbox 360



Release Date: 2013

Rating: 'RP' - Rating Pending





Product: Tiny Brains
Company: Spearhead Games
System: Xbox 360/PS3
Release Date: TBA
Rating: 'RP' - Rating Pending

The 6th Verdict War's result

Total Point								6,400							
	x3		x0		x0		x0		x4		x2		x0		x0
	x0		x0		x2		x0		x0		x0		x0		x0
	x0		x0		x0		x0		x0		x1		x0		x0
	x0		x7		x0		x0		x0		x0		x0		x0
	x7		x2		x0		x0		x1		x0		x0		x0
	x0		x0		x0		x0		x0		x0		x0		x0

Medal Name Double Ace 2LEGS-L

Point


Acquisition Condition
Win a battle 5 times with 2LEGS-L
※Any sotrie contents

Current status 3 / 5

First acquired date 2013/02/21 21:09

Check the player medals. They can be acquired by Normal Sortie or Special Sortie.

SCREENSHOT

Protection Setting  Delete  Key Guide

The image is a screenshot of a video upload interface for a game. At the top left, there's a 'Title edit' button. Below it are 'Submit to VoW' and 'Upload to the official site' buttons. A grid of six small video thumbnails is shown. The main video player on the right displays a mecha in a dark, industrial setting. The bottom status bar shows the date '2013/02/20 16:58' and the user 'ZubaZuba Otoko'. It also includes submission and upload progress indicators. A red overlay at the bottom left contains the following text: 'Product: Armored Core Verdict Day', 'Company: Namco Bandai Games', 'Release Date: Summer 2013', 'System: Xbox 360/PS3', and 'Rating: 'RP' -Rating Pending'.

VERDICT WAR 6

02/26 06:32



Checking the World Log



VESSEL

New Game
Continue
Load Game
Help and Options
Leaderboards
Achievements
Exit Game



Product: Vessel
Company: Namco Bandai Games
Release Date: 2013
System: Xbox 360
Rating: 'RP' -Rating Pending

